

The Guide for Fallout Shelter, Tips & Tricks

Things will get tougher as you continue to maintain your Vault by producing resources, gaining new Dwellers, and expanding the area of your Vault. As you go deeper into the ground building more rooms and thriving, your Vault will be more costly and time consuming to maintain. Here are some tips to help you keep your Vault thriving and productive in the later parts of the game.

Quick Tips:

Don't arm pregnant women with any weapons. They will always flee when danger is present, so giving them weapons is pointless. Give those weapons to other Dwellers that can use them.

Be sure to put pregnant women and their mate back to work in a room once they are done consummating. They don't need to hang out in the Living Quarters.

Don't increase your population too fast. It is worth your time to wait at a certain population level and increase Dwellers SPECIAL stats to increase the efficiency of your resource gathering rooms.

Having a few more Dwellers than can be working for resources at a time can be helpful. Some can train up SPECIAL stats and others can search the Wasteland.

Sell any gun that has 0 or 1 damage. It's not worth keeping as you do the same or more damage with the fist. You will also obtain better weapons over time. You can definitely use the extra CAPS.

Kids can't work at all, so make sure you don't have more Dwellers than you can feed in your Vault. Try to keep a good ratio of working Dwellers to Kids.

Mix up your mating pairs since anyone in the same bloodline won't breed with another person in that same bloodline. The game will not allow incestuous relationships. Pairing Dwellers up will notify you if they are of the same bloodline.

Dweller couples will reach 100% happiness if they make a baby. If you see some of your Dwellers getting unhappy, you can give them a boost by letting them have a baby.

Luck helps Dwellers in the Wasteland find better items. High stats all around are good for explorers, but Luck and Endurance are the most important for getting good loot.

Mates can produce babies with higher stats if both mates have high stats. So be tactical when you pair up your Dwellers.

Make sure the room next to your Vault door has some well-armed dwellers nearby in case Raiders try to invade your Vault.

Put your least important rooms furthest away from your generator, that way they are the ones that shut off first if you happen to lose power.

Rushing rooms if your dwellers are radiated or starving increases chances of a fire and rad roaches.

If you want to make extra CAPS from rushing, or meet a rush objective, rush a room with lots of armed dwellers so they can handle any disaster that happens. Rushing a smaller room makes for easier disaster control.

Wasteland explorers don't take damage when they are returning back to your Vault, so let them expend their allotted Stimpaks and RadAway before you recall them back.

In any of the "equip" objectives, you can just unequip and re-equip gear to complete the objectives.

When you drag a dweller over a room, it shows the amount of resources they will help reap from the room. Negative numbers are possible when you drag a mismatched person to a room they are not suited to be placed at. Remember that this indicator only shows overall (including clothing bonus) so remove any clothing before moving dwellers around.

You can dismiss one objective each day. It's best to dismiss ones that don't help you achieve other goals, like the goal of getting dwellers to dance with each other. Don't dismiss a lunchbox goal. You need the rewards you gain from Lunchboxes.

Nightwear is a great set of clothing that raises Charisma +3. Keep a set on hand to throw on any dwellers you are trying to get to reproduce and increase your Vault population.

If a dweller dies, you can bring them back to life by paying a set amount of CAPS.

You can get significant amount of bonus CAPS when collecting resources just by having dwellers with high Luck in a room. This can become your main source of caps if you are, ahem, ****Lucky****.

The longer Dwellers are out exploring the wasteland, the stronger the enemies they'll encounter. Meaning, they will gain more experience if they slay them.

Power rooms do not use any resources so if you find your threshold is close to your max stockpile you can create a new power facility and not staff it to get the extra storage. (Food and Water producers still cost power so be careful when using this strategy on them)

Pregnant dwellers might not give birth to their baby if the living quarters they used has been deleted. This is a bug, and should be fixed in a future game update.

Be Wary of Room Placement:

In the beginning parts of the game when your Vault is small and you have very little unlocked, the placement of your rooms may not be that big of a deal to you. This however can lead to tougher situations and a whole slew of problems later on as you expand your Vault deeper into the ground. Getting a head start on mapping the placement of your Vault Rooms will help out a lot later in the game.



A smart setup will be to have most of your productive resource generating rooms within a decent proximity of each other. This may open you up to Disasters or Raiders being able to reach them all easily, but this also has a positive layout for when you generate resources. You won't have to swipe and move the camera as much when your important resource making rooms are close together.

This can help speed up your reaction to generating Power, Water, and Food when you don't have to constantly fight the camera and look for the notifications on the rooms in different areas of your Vault. When you start reaching the 100 Dweller mark and your Vault is populated, you can do this a bit more often and with ease to group resource rooms together. When you need to support so many Dwellers and prevent from hitting the danger mark on your resources, quicker reactions and faster production is always a helpful thing.

Higher level rooms invite stronger radroaches, molerats and fires. For example: a maximum level cafeteria infested with molerats will wipe out dwellers that are below level 15 in that room unless they have weapons greater than 7 damage and you keep healing them. Be sure you have stronger dwellers in upgraded rooms.

Make Babies the Smart Way

To get a lot of Dwellers in your Vault, you need to pair Dwellers up together to make Babies. This is a good way to increase the Vault population, but can also do harm to your Vault if you aren't responsible. Having too many pregnant Dwellers or Children in your Vault will keep you from addressing Disasters or fending off Raiders.



Late in the game when your Vault becomes massive and you have a whole lot more Dwellers around, try not to have groups of Children or pregnant Dwellers together all in one area. Should something happen to any of the rooms they are located in, they won't be able to help and will run around hysterically.

To prevent this, keep some well-equipped Dwellers placed nearby. That way no matter what happens within the area nearby, you will always have at least a few extra Dwellers to quickly run to the area and get control of the situation.

Using Outfits = More Profit

Outfits are helpful in increasing the overall SPECIAL stats of your Dwellers. Make sure to equip all of your Dwellers with Outfits when possible. This is especially helpful when you are sending Dwellers out of your Vault into the Wasteland. Make sure you give these Dwellers Outfits that will boost more than one SPECIAL stat, as it will be beneficial to them on their journey into the Wasteland.



This can also be applied for Dwellers that stay in your Vault and work in your rooms late in the game. As your Vault grows and expands with more rooms, try to give Dwellers Outfits that caters to their specific skills, but also gives another SPECIAL stat boost as well. Having a bunch of multi-talented Dwellers in your Vault is definitely helpful thing when you have a large Vault. This will lead to more resources generated faster, and even more XP for your Dwellers accomplishing tasks.

Don't be afraid to sell off outfits though when much later in the game. As you obtain stronger Outfits and Weapons from Lunchboxes and the Wasteland, you can begin to sell off weaker Outfits for CAPS. Be mindful of this however, early in the game it is NOT A GOOD IDEA to sell off your Outfits for CAPS.

Try to get to a point where all of your Dwellers in your Vault are equipped with an Outfit before you consider selling any at all. There can always be a Dweller that can use an Outfit, even if you just unequipped one from a Dweller getting an upgrade. Be very certain before you sell them off for CAPS

Evil Overseer Tips

A dead dweller in the wasteland still counts towards your total population and doesn't use water or food. So if you're trying to unlock the next room type, send your lowest level and weakest dwellers out to meet their fate. Meanwhile, encourage your dwellers to create more to send to a similar fate.

If you don't like the way you have to have a residence right by the vault entry, you can reduce your population to zero by killing off all of your dwellers and dismissing them. Then you are free to delete that residence and the elevator next to it. If you decide to go this route, save up a lot of caps first and don't bring in any new good dwellers until the change is complete.



The quickest way to kill dwellers is to keep rushing rooms until they all die from fire, radroaches or the best: molerats.



Dead dwellers in your vault still have their gear. If you dismiss them, you collect their gear in storage, even if you don't have enough room!

Pregnant women are invincible! The worst thing that will happen in a room full of pregnant women is that it gets burned or infested for a short time. After that, the disaster will move to adjacent rooms until your other dwellers deal with it. You can even run your whole vault with pregnant women for a little while if you want to send everyone else out exploring. Just stock up on food and water, and put them to work in the power plants.



General Vault Guidelines

Helpful Tips

Name all dwellers doing the same job the same thing, e.g. all power producers, all food producers. This makes it easier to sift through all the names in the list, especially when your vault gets a lot bigger.

Dwellers should max out two Stats: Luck and [whichever else they use on the job]

Don't be afraid to destroy rooms and rearrange. Place all similar rooms together and you'll save lots of time when collecting.

Once you unlock the nuclear reactor, replace all your power rooms with reactors, it's worth it.

Don't bother replacing your diners and water plants with their upgraded versions, just wait until you can build Nuka Cola rooms, WAY more efficient.

15-20 dwellers should always be exploring, this is the best way to get caps and to outfit your dwellers. Don't forget to give them 25 stimpaks each, but 3 radaways should be enough each.

If you build elevators down to the bottom of the build area, you can build upwards to help when organizing.

2 triple and 1 double warehouse (storage rooms - fully upgraded) is enough for even the biggest vault.

Once all your dwellers have a weapon, sell all new weapons you get that have damage of 9 or less to save space.

Your explorers should have gear to increase their luck and a weapon with damage greater than 18 so they will bring back 13000+ caps every 3 days of exploring.

Equip the dwellers in the room next to the entrance with powerful weapons, the two dwellers guarding the door won't be able to stop deathclaws...

Stockpile Sturdy Wastelander Gear for when you unlock the Nuka Cola room.

Make sure all your power dwellers have army fatigues, all your water dwellers have armored vault suits, your food dudes have a handyman jumpsuit and your doctors have lab coats.

Training your dwellers is essential. All dwellers should have maxed out luck as well as the skill needed for their job. Explorers should have maxed all skills. This takes a while but it is worth it.

Advanced Layout Tips

Keeping your layout logical and structured is essential for all aspects of management.

The attacker AI behaves as follows:

Move through all rooms on one floor to the end

If no elevator is at the end, move back until one is found

On new floor, go left, then right if possible

The best defense is to guide the enemy through the rooms containing the dwellers with the highest STR and END which means your power rooms have to be the first in line and on the top floors.

Incident AI:

The following rules apply to incidents:

Incident spread to nearby rooms if unchecked

If all rooms have been effected once, incident will end

Incidents cannot spread through dirt

Molerats only spawn in rooms connected to dirt, elevator block spawning chances.

This means all rooms you do not use actively, group them together and separate them from actively used rooms.

The following design is the most effective.



Use the empty space here to build more power rooms as needed. Radio stations and top tier rooms.



You could remove the learning rooms or have half of them depending on how many children you plan to have at any given time.



Storage rooms, living quarters and Science/Medlabs are almost always empty. Have them on the bottom of the vault to ignore all of the incidents happening there.

Rooms



Throughout Fallout Shelter the player adds rooms to their Vault. There are several types of rooms, each with their own unique purpose.

Access Rooms

Vault Door

Elevator

Resource Production & Storage Rooms

Living Quarters

Power Generator

Diner

Water Treatment

Storage Room

Medbay

Science Lab

Radio Station

Nuclear Reactor

Garden

Water Purification

Nuka-Cola Bottler

SPECIAL Stat Training Rooms

Weight Room

Athletics Room

Armory

Classroom

Fitness Room

Lounge

Game Room

Merging Rooms

Building two or three of the same type of room next to each other will merge them into a bigger version of the room. Rooms must be the same level in order to be merged together. Merged rooms can hold more Dwellers within them so they can produce more resources for your Vault.



Upgrading Rooms

Rooms can be upgrade twice for an additional cost. The higher tier versions of Rooms are more efficient for your Vault, often increasing the production of resources and storage space. It is smart to increase the level of your rooms that produce your most important resources to keep your Vault thriving.



Vault Door



Room Name	Vault Door
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1st Upgrade Advanced Vault Door

2nd Upgrade Fortified Vault Door

The Vault Door connects the Vault to the Wasteland. More Dwellers may show up at the Vault Door for you to add to your Vault's population.

At any time, Raiders can appear and invade your Vault to cause damage to your rooms and kill your Dwellers. Be sure to have Dwellers on stand-by to guard the Vault Door incase this happens. When you assign Dwellers to the Vault Door to act as guards, make sure you equip them with good Weapons and Outfits to repel any intruders.

Upgrading the room will Increase the health of the Vault door.

Upgrade Cost

1st Upgrade	2nd Upgrade
<p>1. Initial Assessment: Conduct a thorough assessment of the existing system, including a review of system architecture, components, and performance metrics.</p> <p>2. Identify Bottlenecks: Identify the key areas where the system is experiencing performance issues, such as slow response times, high resource usage, or scalability limitations.</p> <p>3. Define Upgrade Goals: Establish clear, measurable goals for the upgrade, such as improving response times, increasing system capacity, or enhancing security.</p> <p>4. Develop Upgrade Plan: Create a detailed plan for the upgrade, including a timeline, resource allocation, and a risk management strategy.</p> <p>5. Implement Changes: Execute the upgrade plan, making the necessary changes to the system architecture, components, and configuration.</p> <p>6. Test and Validate: Thoroughly test the upgraded system to ensure it meets the defined goals and performs as expected.</p> <p>7. Monitor and Optimize: Continuously monitor the system's performance and make adjustments as needed to optimize its performance.</p>	<p>1. Review Upgrade Plan: Review the upgrade plan developed in the first upgrade to ensure it remains relevant and effective.</p> <p>2. Identify New Bottlenecks: Identify any new bottlenecks or performance issues that have emerged since the first upgrade.</p> <p>3. Define New Upgrade Goals: Establish new, measurable goals for the second upgrade, such as further improving response times, increasing system capacity, or enhancing security.</p> <p>4. Develop Second Upgrade Plan: Create a detailed plan for the second upgrade, including a timeline, resource allocation, and a risk management strategy.</p> <p>5. Implement Second Upgrade: Execute the second upgrade plan, making the necessary changes to the system architecture, components, and configuration.</p> <p>6. Test and Validate: Thoroughly test the upgraded system to ensure it meets the new goals and performs as expected.</p> <p>7. Monitor and Optimize: Continuously monitor the system's performance and make adjustments as needed to optimize its performance.</p>

500 2,000

Room Layouts

Vault Door



Advanced Vault Door



Fortified Vault Door



Elevator



Room Name: Elevator

Elevators allow your Dwellers to reach rooms on different levels of your Vault. If you are out of building space on a floor, build an elevator to access lower parts of your Vault. Their placement is vital to getting Dwellers around your Vault fast, especially when a disaster happens or if you need an important resource.

Two elevators are present from the start of each vault, stacking on each other adjacent to your Vault Door. If you build an elevator that is not directly above or below another existing elevator two elevators will be created (one placed below the chosen build location).

Building Cost

The first Elevator you build cost 150 CAPS. Each additional Elevator you build cost +25 CAPS more than the previous one you built.

- 1st 150 CAPS
- 2nd +25 CAPS (175 CAPS)
- 3rd +25 CAPS (200 CAPS)
- 4th +25 CAPS (225 CAPS)
- etc... +25 CAPS (etc...)

Elevator



Living Quarters



Room Name Living Quarters

1st Upgrade Residence

2nd Upgrade Barracks

Resource Dwellers

Room SPECIAL Charisma

The Living Quarters unlocked from the start of the game. Living Quarters increase the number of Dwellers you can have, it also allows you to breed new Dwellers. Male and female Dwellers placed together within the Living Quarters have a chance of making Babies and increasing your Vault population.

Building Cost

There is already one Living Quarters built at the start of the game; each additional room you build afterwards will cost incrementally more than the previous. Try to only build Living Quarters when you need to increase the number of Dwellers in your Vault.

NOTE: The maximum limit for your Vault capacity is 200 Dwellers.

Room Cost

1st	FREE
2 nd	130
3 rd	170 (+40)
4 th	220 (+50)
5 th	280 (+60)
6 th	350 (+70)
7 th	450 (+100)
8 th	580 (+130)
9 th	740 (+160)
10 th	950 (+210)
11 th	1,220 (+270)
12 th	1,570 (+350)
13 th	2,010 (+440)
14 th	2,580 (+570)
15 th	3,320 (+740)
16 th	4,260 (+940)
17 th	5,460 (+1200)
18 th	7,020 (+1560)
19 th	9,010 (+1990)
20 th	11,560 CAPS (+2550)

Merging Rooms

Merged rooms can be upgraded at a reduced cost and receive a bonus to the number of Dwellers supported.

Upgrade Costs

Room Size	1st Upgrade	2nd Upgrade
1	250	750
2	375	1,125
3	500	1,500

Dwellers Supported

Room Size	Original	1st Upgrade	2nd Upgrade
1	8	+2	+2
2	18	+4	+4
3	28	+6	+6

Note: Building one of each type of residence shown below creates enough space for 198 dwellers.

Room Layouts

Living Quarters



Residence



Barracks



Power Generator



Room Name Power Generator

1st Upgrade Power Station

2nd Upgrade Power Plant

Resource Power

Room SPECIAL Strength

The Power Generator room is unlocked during the tutorial. This room helps produce your most important resource in the game. Assigning your Dwellers here will help produce Power. The more rooms you build, the more Power you will need.

If you do not produce enough Power your meter will go into the red. Rooms will begin to shut down starting with the room furthest from the Power Generator. Shut down rooms will not produce resources until they are given power again.

Building Cost

The starting cost to build a Power Generator room is 100 CAPS. Each additional room after cost +25 CAPS more than the previous.

Room Cost

1st 100

2nd 125 (+25)

3rd 150 (+25)

etc... +25 (etc...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost and receive a production bonus when producing resources.

Upgrade Cost	Room Size	1st Upgrade	2nd Upgrade
1		250	750
2		375	1,125
3		500	1,500

Power Production

Room Size	Original	1st Upgrade	2nd Upgrade
1	10	+2	+3
2	22	+4	+7
3	34	+6	+9

Power Storage

Room Size	Original	1st Upgrade	2nd Upgrade
1	50	+25	+25
2	100	+50	+50
3	150	+75	+75

Room Layouts

Power Generator



Power Station



Power Plant



Diner



Room Name Diner

1st Upgrade Restaurant

2nd Upgrade Cafeteria

Resource Food

Room SPECIAL Agility

The Diner room is unlocked during the tutorial section. Assigning Dwellers to a Diner will help produce Food to sustain the Dwellers within your Vault. When you are low on Food, all of your Dwellers will start to lose health. If you let this continue without producing food, your Dwellers will begin to die.

Building Cost

The starting cost to build a Diner room is 100 CAPS; each additional room afterwards will cost +25 CAPS more than the previous.

Room Cost

1st 100

2nd 125 (+25)

3rd 150 (+25)

etc... +25 (etc...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost and receive a production bonus when producing resources.

Upgrade Cost

Room Size	1st Upgrade	2nd Upgrade
1	250	750
2	375	1,125
3	500	1,500

Food Production

Room Size	Original	1st Upgrade	2nd Upgrade
1	8	+2	+2
2	18	+4	+4
3	28	+6	+6

Food Storage

Room Size	Original	1st Upgrade	2nd Upgrade
1	50	+25	+25
2	100	+50	+50
3	150	+75	+75

Room Layouts

Diner



Restaurant



Cafeteria



Water Treatment

Room Name: Water Treatment

1st Upgrade Water Treatment Station

2nd Upgrade Water Treatment Plant

Resource Water

Room SPECIAL Perception

The Water Treatment room is unlocked during the tutorial section. Assigning your Dwellers here to produce water. Water is necessary for keeping your Dwellers safe from radiation poisoning.

If you don't have enough Water for your Vault, your Dwellers become irradiated and begin to lose health over time. This can also be addressed using RadAway packs on each of your Dwellers, but the primary solution to irradiation is having your Water level up high.

Building Cost

The starting cost to build a Water Treatment room is 100 CAPS; each additional room cost +25 CAPS more than the previous.

Room	Cost
1 st	100
2 nd	125 (+25)
3 rd	150 (+25)
etc...	+25 (etc...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost and receive a production bonus.

Upgrade Cost

Room Size	1st Upgrade	2nd Upgrade
1	250	750
2	375	1,125
3	500	1,500

Water Production

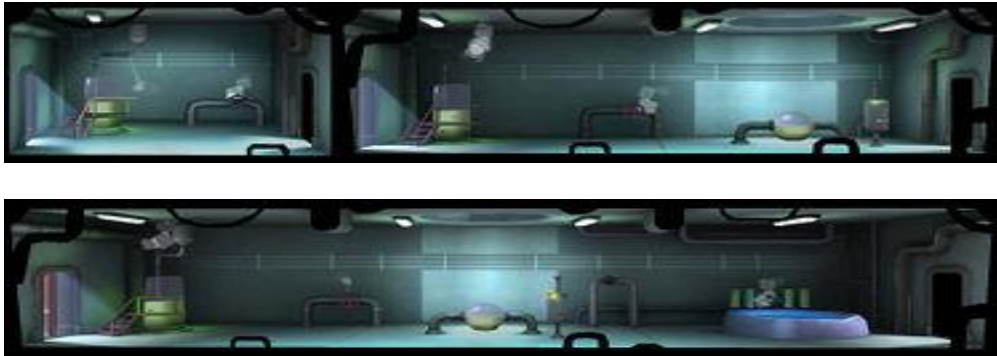
Room Size	Original	1st Upgrade	2nd Upgrade
1	8	+2	+2
2	18	+4	+4
3	28	+6	+6

Water Storage

Room Size	Original	1st Upgrade	2nd Upgrade
1	50	+25	+25
2	100	+50	+50
3	150	+75	+75

Room Layouts

Water Treatment



Water Production



Water Storage



Storage Room



Room Name Storage Room

1st Upgrade Depot

2nd Upgrade Warehouse

The Storage Room requires you have 12 Dwellers in your Vault before it can be unlocked. Build Storage Rooms to increase your Vault's Weapon and Outfit holding capacity. If you have a lack of Storage Rooms in your Vault, you may have to end up selling important items to make space for others.

Building Cost

The starting cost to build a Storage Room is 300 CAPS; each additional room cost +75 CAPS more than the previous.

Room Cost

1st 300

2nd 375 (+75)

3rd 450 (+75)

etc... +75 (etc...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost and receive a storage space bonus.

Upgrade Cost

Room Size	1st Upgrade	2nd Upgrade
1	750	2,250
2	1,125	3,375
3	1,500	4,500

Storage Space

Room Size	Original	1st Upgrade	2nd Upgrade
1	10	+5	+5
2	20	+10	+10
3	30	+15	+15

Room Layouts

Storage Room



Depot



Warehouse



Medbay

Room Name	Medbay
1st Upgrade	Clinic
2nd Upgrade	Hospital
Resource	Stimpaks
Room SPECIAL	Intelligence

The Medbay room requires you have 14 Dwellers in your Vault before it can be unlocked. Building a Medbay allows your Vault to produce Stimpaks and heal injured Dwellers. Assigning dwellers here will help to produce more Stimpaks over time.

Building Cost

The starting cost to build a Medbay room is 400 CAPS; each additional room cost +100 CAPS more than the previous.

Room Cost

1st	400
2nd	500 (+100)
3rd	600 (+100)
etc...	+100 (etc...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost and receive a production bonus when they generate resources.

Upgrade Cost

Room Size	1st Upgrade	2nd Upgrade
1	1,000	3,000
2	1,500	4,500
3	2,000	6,000

Stimpak Production

Room Size	Original	1st Upgrade	2nd Upgrade
1	1	+1	+1
2	3	+3	+3
3	4	+4	+4

Stimpak Storage

Room Size	Original	1st Upgrade	2nd Upgrade
1	10	--	--
2	20	--	--
3	30	--	--

Room Layouts

Medbay



Clinic



Hospital



Science Lab



Room Name Science Lab

1st Upgrade Science Station

2nd Upgrade Science Center

Reource RadAway

Room SPECIAL Intelligence

The Science Lab requires you have 16 Dwellers in your Vault before it can be unlocked. Building a Science Lab allows your Vault to produce RadAway and reduce Dwellers radiation. Assign dwelers here to produce RadAway.

RadAway removes radiation from irradiated Vault Dwellers. In order to replenish a Dweller's health however, you will need to have Stimpaks to use on them.

Building Cost

The starting cost to build a Science Lab room is 400 CAPS; each additional room cost +100 CAPS more than the previous.

Room Cost

1st 400

2nd 500 (+100)

3rd 600 (+100)

etc... +100 (etc...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost and receive a production bonus when they generate resources.

Upgrade Cost

Room Size	1st Upgrade	2nd Upgrade
1	1,000	3,000
2	1,500	4,500
3	2,000	6,000

RadAway Production

Room Size	Original	1st Upgrade	2nd Upgrade
1	1	+1	+1
2	3	+3	+3
3	4	+4	+4

RadAway Storage

Room Size	Original	1st Upgrade	2nd Upgrade
1	10	--	--
2	20	--	--
3	30	--	--

Room Layouts

Science Lab



Science Station



Science Center



Radio Studio



Room Name	Radio Studio
1st Upgrade	Radio Station
2nd Upgrade	Broadcast Center
Resource	Dwellers
Room SPECIAL	Charisma

The Radio Studio room requires you have 20 Dwellers in your Vault before it can be unlocked. Radio rooms attract new Dwellers and improve the happiness in your Vault. Assign Dwellers here to attract more Dwellers to your Vault from The Wasteland.

Building Cost

The starting cost to build a Radio Studio room is 600 CAPS; each additional room cost +X CAPS more than the previous.

Room Cost

1st	600
2nd	750 (+150)
3rd	900 (+150)
etc..	+150 (etc...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost and have a stronger effect in attracting new Dwellers.

Upgrade Cost

Room Size	1st Upgrade	2nd Upgrade
1	1,500	4,500
2	2,250	6,750
3	3,000	9,000

Weapon Workshop

Room Name	Weapon Workshop
1st Upgrade	Weapon Factory
2nd Upgrade	Weapon Plant
Resource	Weapons

The Weapon Workshop room requires you have 22 Dwellers in your Vault before it can be unlocked. Assign Dwellers here to craft weapons.

Building Cost

The starting cost to build a Weapon Workshop room is 800 CAPS; each additional room cost +X CAPS more than the previous. Weapon Workshops are 3 wide by default and therefore cannot be merged.

Room Cost

1st	800
2nd	x (+x)
3rd	x (+x)
etc...	+x (etc...)

Upgrade Cost

Upgrading the Weapon Workshop will allow you to craft better weapons. The 1st upgrade requires 45 Dwellers in your vault and unlocks rare weapon crafting. The 2nd upgrade requires 75 Dwellers in your vault and unlocks legendary weapon crafting.

Room Size	1st Upgrade	2nd Upgrade
3	8,000	60,000

Weight Room

Room Name	Weight Room
1st Upgrade	Gym
2nd Upgrade	Strength Center
Room SPECIAL	Strength

The Weight Room requires you have 24 Dwellers in your Vault before it can be unlocked. Building a Weight Room allows your Dwellers in your Vault to train and increase their Strength over time.

Building Cost

The starting cost to build a Weight Room is 600 CAPS; each additional room cost +150 CAPS more than the previous.

Room Cost

1st	600
2nd	750 (+150)
3rd	900 (+150)
etc...	+150 (etc...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost. Upgrading the room will reduce the time it takes to train your stats.

Upgrade Cost

Room Size	1st Upgrade	2nd Upgrade
1	1,500	4,500
2	2,250	6,750
3	3,000	9,000

Training Times

The chart below shows how much time it takes to train your Strength stat from one level to another.

The following times are based on one Dweller with high Happiness (+10% bouns) training. Training time can be affected by:

Placing additional Dwellers in the training room (even if they are max level).

Upgrading the training room to a higher tier.

The Happiness of your vault.

Strength Level	Base	1st Upgrade	2nd Upgrade
1 >>> 2	26m	25m	24m
2 >>> 3	1h 20m	1h 16m	1h 13m
3 >>> 4	2h 40m	2h 32m	2h 26m
4 >>> 5	4h 27m	4h 14m	4h 3m
5 >>> 6	6h 41m	6h 22m	6h 5m
6 >>> 7	9h 21m	8h 55m	8h 31m
7 >>> 8	12h 28m	11h 53m	11h 21m
8 >>> 9	16h 2m	15h 17m	14h 36m
9 >>> 10	20h 3m	19h 6m	18h 15m

Athletics Room



Room Name	Athletics Room
1st Upgrade	Athletics Studio
2nd Upgrade	Athletics Center
Room SPECIAL	Agility

The Athletics Room requires you have 26 Dwellers in your Vault before it can be unlocked. Building an Athletic Room allows your Dwellers in your Vault to train and increase their Agility over time.

Building Cost

The starting cost to build an Athletics Room is 600 CAPS; each additional room cost +150 CAPS more than the previous.

Room Cost

1st	600
2nd	750 (+150)
3rd	900 (+150)
etc...	+150 (etc...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost. Upgrading the room will reduce the time it takes to train your stats.

Upgrade Cost

<u>Room Size</u>	<u>1st Upgrade</u>	<u>2nd Upgrade</u>
1	1,500	4,500
2	2,250	6,750
3	3,000	9,000

Training Times

The chart below shows how much time it takes to train your Agility stat from one level to another.

The following times are based on one Dweller training.

Training time can be reduced by:

Placing additional Dwellers in the training room (even if they are max level).

Upgrading the training room to a higher tier.

Increasing the happiness of your vault.

<u>Agility Level</u>	<u>Base</u>	<u>1st Upgrade</u>	<u>2nd Upgrade</u>
1 >>> 2	26m	25m	24m
2 >>> 3	1h 20m	1h 16m	1h 13m
3 >>> 4	2h 40m	2h 32m	2h 26m
4 >>> 5	4h 27m	4h 14m	4h 3m
5 >>> 6	6h 41m	6h 22m	6h 5m
6 >>> 7	9h 21m	8h 55m	8h 31m
7 >>> 8	12h 28m	11h 53m	11h 21m
8 >>> 9	16h 2m	15h 17m	13h 31m
9 >>> 10	20h 3m	19h 6m	17h 12m

Armory



Room Name Armory

1st Upgrade Weapons Station

2nd Upgrade Weapons Center

Room SPECIAL Perception

The Armory requires you have 28 Dwellers in your Vault before it can be unlocked. Building an Armory allows your Dwellers in your Vault to train and increase their Perception over time.

Building Cost

The starting cost to build an Armory is 600 CAPS; each additional room cost +150 CAPS more than the previous.

Room Cost

1st 600

2nd 750 (+150)

3rd 900 (+150)

etc... +150 (etc...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost. Upgrading the room will reduce the time it takes to train your stats.

Upgrade Cost

Room Size	1st Upgrade	2nd Upgrade
1	1,500	4,500
2	2,250	6,750
3	3,000	9,000

Room Layouts

Armory



Weapons Station



Weapons Center



Training Times

The chart below shows how much time it takes to train your Perception stat from one level to another.

The following times are based on one Dweller training. Training time can be reduced by:

Placing additional Dwellers in the training room (even if they are max level).

Upgrading the training room to a higher tier.

Increasing the happiness of your vault.

Perception Level	Base	1st Upgrade	2nd Upgrade
1 >>> 2	26m	25m	24m
2 >>> 3	1h 20m	1h 16m	1h 13m
3 >>> 4	2h 40m	2h 32m	2h 26m
4 >>> 5	4h 27m	4h 14m	4h 3m
5 >>> 6	6h 41m	6h 22m	6h 5m
6 >>> 7	9h 21m	8h 55m	8h 31m
7 >>> 8	12h 28m	11h 53m	11h 21m
8 >>> 9	16h 2m	15h 17m	13h 31m
9 >>> 10	20h 3m	19h 6m	17h 12m

Classroom



Room Name Classroom

1st Upgrade School

2nd Upgrade Academy

Room SPECIAL Intelligence

The Classroom requires you have 30 Dwellers in your Vault before it can be unlocked. Building a Classroom allows your Dwellers in your Vault to train and increase their Intelligence over time.

Building Cost

The starting cost to build a Classroom is 600 CAPS; each additional room cost +150 CAPS more than the previous.

Room Cost

1st 600

2nd 750 (+150)

3rd 900 (+150)

etc... +150 (ect...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost. Upgrading the room will reduce the time it takes to train your stats.

Upgrade Cost

Room Size	1st Upgrade	2nd Upgrade
1	1,500	4,500
2	2,250	6,750
3	3,000	9,000

Room Layouts

Classroom



School

School



Academy



Training Times

The chart below shows how much time it takes to train your Intelligence stat from one level to another.

The following times are based on one Dweller training. Training time can be reduced by:

Placing additional Dwellers in the training room (even if they are max level).

Upgrading the training room to a higher tier.

Increasing the happiness of your vault.

Intelligence Level	Base	1st Upgrade	2nd Upgrade
1 >>> 2	26m	25m	24m
2 >>> 3	1h 20m	1h 16m	1h 13m
3 >>> 4	2h 40m	2h 32m	2h 26m
4 >>> 5	4h 27m	4h 14m	4h 3m
5 >>> 6	6h 41m	6h 22m	6h 5m
6 >>> 7	9h 21m	8h 55m	8h 31m
7 >>> 8	12h 28m	11h 53m	11h 21m
8 >>> 9	16h 2m	15h 17m	13h 31m
9 >>> 10	20h 3m	19h 6m	17h 12m

Outfit Workshop

Room Name	Outfit Workshop
1st Upgrade	Outfit Factory
2nd Upgrade	Outfit Plant
Resource	Outfits

The Outfit Workshop room requires you have 32 Dwellers in your Vault before it can be unlocked. Assign Dwellers here to craft outfits.

Building Cost

The starting cost to build a Outfit Workshop room is 800 CAPS; each additional room cost +X CAPS more than the previous. Outfit Workshops are 3 wide by default and therefore cannot be merged.

Room Cost

1st	800
2nd	x (+x)
3rd	x (+x)
etc...	+x (etc...)

Upgrade Cost

Upgrading the Outfit Workshop will allow you to craft better outfits. The 1st upgrade requires 55 Dwellers in your vault and unlocks rare outfit crafting. The 2nd upgrade requires 90 Dwellers in your vault and unlocks legendary outfit crafting.

Room Size	1st Upgrade	2nd Upgrade
3	12,000	90,000

Fitness Room



Room Name	Fitness Room
1st Upgrade	Fitness Studio
2nd Upgrade	Fitness Center
Room SPECIAL	Endurance

The Fitness Room requires you have 35 Dwellers in your Vault before it can be unlocked. Building a Fitness Room allows your Dwellers in your Vault to train and increase their Endurance over time.

Building Cost

The starting cost to build a Fitness Room is 600 CAPS; each additional room cost +150 CAPS more than the previous.

Room Cost

1st	600
2nd	750 (+150)
3rd	900 (+150)
etc...	+150 (ect...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost. Upgrading the room will reduce the time it takes to train your stats.

Upgrade Cost

Room Size	1st Upgrade	2nd Upgrade
1	1,500	4,500
2	2,250	6,750
3	3,000	9,000

Training Times

The chart below shows how much time it takes to train your Endurance stat from one level to another.

The following times are based on one Dweller training. Training time can be reduced by:

Placing additional Dwellers in the training room (even if they are max level).

Upgrading the training room to a higher tier.

Increasing the happiness of your vault.

Endurance Level	Base	1st Upgrade	2nd Upgrade
1 >>> 2	26m	25m	24m
2 >>> 3	1h 20m	1h 16m	1h 13m
3 >>> 4	2h 40m	2h 32m	2h 26m
4 >>> 5	4h 27m	4h 14m	4h 3m
5 >>> 6	6h 41m	6h 22m	6h 5m
6 >>> 7	9h 21m	8h 55m	8h 31m
7 >>> 8	12h 28m	11h 53m	11h 21m
8 >>> 9	16h 2m	15h 17m	13h 31m
9 >>> 10	20h 3m	19h 6m	17h 12m

Lounge



Room Name Lounge

1st Upgrade Bar

2nd Upgrade Club

Room SPECIAL Charisma

The Lounge requires you have 40 Dwellers in your Vault before it can be unlocked. Building a Lounge allows your Dwellers in your Vault to train and increase their Charisma over time.

Building Cost

The starting cost to build a Lounge is 600 CAPS; each additional room cost +150 CAPS more than the previous.

Room Cost

1st	600
2nd	750 (+150)
3rd	900 (+150)
etc...	+150 (ect...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost. Upgrading the room will reduce the time it takes to train your stats.

Upgrade Cost

Room Size	1st Upgrade	2nd Upgrade
1	1,500	4,500
2	2,250	6,750
3	3,000	9,000

Training Times

The chart below shows how much time it takes to train your Charisma stat from one level to another.

The following times are based on one Dweller training. Training time can be reduced by:

Placing additional Dwellers in the training room (even if they are max level).

Upgrading the training room to a higher tier.

Increasing the happiness of your vault.

Charisma Level	Base	1st Upgrade	2nd Upgrade
1 >>> 2	26m	25m	24m
2 >>> 3	1h 20m	1h 16m	1h 13m
3 >>> 4	2h 40m	2h 32m	2h 26m
4 >>> 5	4h 27m	4h 14m	4h 3m
5 >>> 6	6h 41m	6h 22m	6h 5m
6 >>> 7	9h 21m	8h 55m	8h 31m
7 >>> 8	12h 28m	11h 53m	11h 21m
8 >>> 9	16h 2m	15h 17m	13h 31m
9 >>> 10	20h 3m	19h 6m	17h 12m

Game Room



Room Name	Game Room
1st Upgrade	Arcade
2nd Upgrade	Gaming Center
Room SPECIAL	Luck

The Game Room requires you have 50 Dwellers in your Vault before it can be unlocked. Building a Game Room allows your Dwellers in your Vault to train and increase their Luck over time.

Building Cost

The starting cost to build a Game Room is 600 CAPS; each additional room cost +150 CAPS more than the previous.

Room Cost

1st	600
2nd	750 (+150)
3rd	900 (+150)
etc...	+150 (etc...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost. Upgrading the room will reduce the time it takes to train your stats.

Upgrade Cost

Room Size	1st Upgrade	2nd Upgrade
1	1,500	4,500
2	2,250	6,750
3	3,000	9,000

Training Times

The chart below shows how much time it takes to train your Luck stat from one level to another.

The following times are based on one Dweller training. Training time can be reduced by:

Placing additional Dwellers in the training room (even if they are max level).

Upgrading the training room to a higher tier.

Increasing the happiness of your vault.

Luck Level	Base	1st Upgrade	2nd Upgrade
1 >>> 2	26m	25m	24m
2 >>> 3	1h 20m	1h 16m	1h 13m
3 >>> 4	2h 40m	2h 32m	2h 26m
4 >>> 5	4h 27m	4h 14m	4h 3m
5 >>> 6	6h 41m	6h 22m	6h 5m
6 >>> 7	9h 21m	8h 55m	8h 31m
7 >>> 8	12h 28m	11h 53m	11h 21m
8 >>> 9	16h 2m	15h 17m	13h 31m
9 >>> 10	20h 3m	19h 6m	17h 12m

Barbershop

Room Name Barbershop

1st Upgrade

2nd Upgrade

Room SPECIAL

The Barbershop requires you have 50 Dwellers in your Vault before it can be unlocked.

Building Cost

The starting cost to build a Classroom is CAPS; each additional room cost +CAPS more than the previous.

Merging Rooms

Merged rooms can be upgraded at a reduced cost.

Nuclear Reactor



Room Name	Nuclear Reactor
1st Upgrade	Advanced Reactor
2nd Upgrade	Super Reactor
Resource	Power
Room SPECIAL	Strength

The Nuclear Reactor requires you have 60 Dwellers in your Vault before it can be unlocked. Assigning your Dwellers here will help produce Power.

Building Cost

The starting cost to build a Nuclear Reactor is 1200 CAPS. Each additional room after cost +300 CAPS more than the previous.

Room Cost

1st	1,200
2nd	1,500 (+300)
3rd	1,800 (+300)
etc...	+300 (etc...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost and receive a production bonus when producing resources.

Upgrade Cost

Room Size	1st Upgrade	2nd Upgrade
1	3,000	9,000
2	4,500	13,500
3	6,000	18,000

Power Production

Room Size	Original	1st Upgrade	2nd Upgrade
1	12	+2	+4
2	26	+5	+8
3	57	+11	+17

Power Storage

Room Size	Original	1st Upgrade	2nd Upgrade
1	200	+100	+100
2	400	+200	+200
3	600	+300	+300

Room Layouts

Nuclear Reactor



Advanced Reactor



Super Reactor



Garden



Room Name	Garden
1st Upgrade	Greenhouse
2nd Upgrade	Hydroponics
Resource	Food
Room SPECIAL	Agility

The Garden requires you have 70 Dwellers in your Vault before it can be unlocked. Assigning your Dwellers here will help produce Food.

Building Cost

The starting cost to build a Garden is 1200 CAPS. Each additional room after cost +300 CAPS more than the previous.

Room	Cost
1st	1,200
2nd	1,500 (+300)
3rd	1,800 (+300)
etc...	+300 (etc...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost and receive a production bonus when producing resources.

Upgrade Cost

Room Size	1st Upgrade	2nd Upgrade
1	3,000	9,000
2	4,500	13,500
3	6,000	18,000

Food Production

Room Size	Original	1st Upgrade	2nd Upgrade
1	10	+2	+3
2	22	+5	+6
3	35	+11	+9

Food Storage

Room Size	Original	1st Upgrade	2nd Upgrade
1	50	+25	+25
2	100	+50	+50
3	150	+75	+75

Water Purification



Room Name	Water Purification
1st Upgrade	Purification Station
2nd Upgrade	Purification Plant
Resource	Water
Room SPECIAL	Perception

The Water Purification room requires you have 80 Dwellers in your Vault before it can be unlocked. Assigning your Dwellers here will help produce Water.

Building Cost

The starting cost to build a Water Purification room is 1200 CAPS. Each additional room after cost +300 CAPS more than the previous.

Room Cost

1st	1,200
2nd	1,500 (+300)
3rd	1,800 (+300)
etc...	+300 (etc...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost and receive a production bonus when producing resources.

Upgrade Cost

Room Size	1st Upgrade	2nd Upgrade
1	3,000	9,000
2	4,500	13,500
3	6,000	18,000

Water Production

Room Size	Original	1st Upgrade	2nd Upgrade
1	10	+2	+3
2	22	+5	+6
3	35	+11	+9

Water Storage

Room Size	Original	1st Upgrade	2nd Upgrade
1	50	+25	+25
2	100	+50	+50
3	150	+75	+75

Room Layouts

Water Purification

Water Purification



Purification Station



Purification Plant



Nuka-Cola Bottler



Room Name Nuka-Cola Bottler

1st Upgrade Nuka-Cola Station

2nd Upgrade Nuka-Cola Plant

Resource Food & Water

Room SPECIAL Endurance

The Nuka-Cola Bottler room is unlocked when you have a total of 100 Dwellers in your Vault. It is one of the last rooms you unlock in the game. This room helps produce both Water and Food together. Assigning more Dwellers here will help produce Water and Food faster.

Building Cost

The starting cost to build a Nuka-Cola Bottler room is 3000 CAPS; each additional room cost +750 CAPS more than the previous.

Room Cost

1st 3,000

2nd 3,750 (+750)

3rd 4,500 (+750)

etc... +750 (etc...)

Merging Rooms

Merged rooms can be upgraded at a reduced cost and receive a production bonus when producing resources.

Upgrade Cost

Room Size	1st Upgrade	2nd Upgrade
1	7,500	22,500
2	11,250	33,750
3	15,000	45,000

Food & Water Production

When production is 10 Food & Water you receive 10 Water and 10 Food.

Room Size	Original	1st Upgrade	2nd Upgrade
1	10	+2	+3
2	22	+5	+6
3	35	+11	+9

Food & Water Storage

Room Size	Original	1st Upgrade	2nd Upgrade
1	50	+25	+25
2	100	+50	+50
3	150	+75	+75

Weapons



It's important to arm your Dwellers with Weapons. Weapons are useful for protecting your Vault against Raiders and fending off Radroach infestations that can happen within your Vault. While exploring the Wasteland, you should equip Dwellers with weapons; this will allow them to stay out longer gathering new resources and they will gain experience from fights on their journey.

There are a total of 139 unlockable Weapons which can be obtained while exploring the Wasteland or through Cards found in Lunchboxes. Additionally Rare or Legendary Dwellers may come equipped with Weapons, which you can equip on to other Dwellers as well.

The default weapon is a Dwellers Fist, which 1 damage. There are 22 common weapons which appear with a green badge. There are 57 rare weapons which appear with a blue badge. There are 60 legendary weapons which appear with a yellow badge.

Update 1.4 brought the total to 175 unlockable weapons by adding 36 weapons which can only be obtained through crafting. The update added 4 common, 15 rare and 17 legendary weapons.

Rusty Alien Blaster  <div>18</div> <p>Left on this planet a long time ago. Still ludicrously powerful.</p>	Alien Blaster  <div>18-19</div> <p>A technologically advanced weapon of alien origin.</p>	Tuned Alien Blaster  <div>18-20</div> <p>Probably belonged to an alien officer, who made some... tweaks.</p>	Focused Alien Blaster  <div>18-21</div> <p>Specifically enhanced for maximum Earthling annihilation.</p>	Amplified Alien Blaster  <div>18-22</div> <p>This much power is usually reserved for a Zetan cruiser.</p>	Destabilizer  <div>18-23</div> <p>Scatter the atoms of your foes... or an entire planet.</p>
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Rusty Minigun  <div>19</div> <p>The barrel doesn't spin up quite as fast, but when it does... ouch.</p>	Minigun  <div>19-20</div> <p>Shred your enemies in a hail of bullets.</p>	Enhanced Minigun  <div>19-21</div> <p>Today's forecast calls for a rain of bullets.</p>	Hardened Minigun  <div>19-22</div> <p>Shooting that many rounds may not be necessary, but it sure is fun.</p>	Armor Piercing Minigun  <div>19-23</div> <p>Makes Swiss cheese out of any armor - and body - in the Wasteland.</p>	Lead Belcher  <div>19-24</div> <p>It just. Doesn't. Stop. Shooting. And. Killing.</p>
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Rusty Missile Launcher  <div>20</div> <p>A little beat up, but it still works. And that's all that matters.</p>	Missile Launcher  <div>20-21</div> <p>Shoots a powerful explosive projectile. Kaboom!</p>	Enhanced Missile Launcher  <div>20-22</div> <p>A few tweaks have made this baby even more deadly than normal.</p>	Hardened Missile Launcher  <div>20-23</div> <p>More explosive power, with faster firing. This thing delivers.</p>	Guided Missile Launcher  <div>20-24</div> <p>Shoots a powerful guided missile, right down the enemy's throat.</p>	Miss Launcher  <div>20-25</div> <p>She's packed with boom and va-va-voom.</p>
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Rusty Gatling Laser  <div>21</div> <p>One of the laser emitters may misfire occasionally. Big deal.</p>	Gatling Laser  <div>21-22</div> <p>It's a Minigun. With lasers. 'Nuff said.</p>	Tuned Gatling Laser  <div>21-23</div> <p>It's like a disco of death, and everyone's invited!</p>	Focused Gatling Laser  <div>21-24</div> <p>More power in each beam means more pain in every shell!</p>	Amplified Gatling Laser  <div>21-25</div> <p>Modded emitters. Faster barrel. Higher ammo capacity. It is ON.</p>	Vengeance  <div>21-26</div> <p>Need revenge? Feeling that furious anger? Oh, are you in for a treat.</p>
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Rusty Railway Rifle   14 The odd spike may not pin a limb to a wall, but it'll kill all the same.	Railway Rifle   14-15 Shoots rail spikes that can pin limbs to walls. Choo choo!	Enhanced Railway Rifle   14-16 You ever see a Raider's head pinned to a wall? Would you like to?	Hardened Railway Rifle   14-17 Modified to pierce and pin even Power Armored limbs.	Accelerated Railway Rifle   14-18 How fast can rail spikes travel? You don't want to know.	Railmaster   14-19 The ultimate in weaponized rail spike acceleration.
Rusty Flamer   15 Shoots fire a few degrees lower than normal, but still a death dealer.	Flamer   15-16 Fry them alive with this combat flamethrower.	Enhanced Flamer   15-17 Blasts fire farther, hotter and happier than the standard model.	Hardened Flamer   15-18 Shoots flames as hot as the Hell you send its victims to. Oh, the irony.	Pressurized Flamer   15-19 It's like wielding the power of a dragon in your arms.	Burnmaster   15-20 Excellent for charring some burgers. Or, say a Raider compound.
Rusty Gauss Rifle   16 Time has dulled its shine, but not its effectiveness.	Gauss Rifle   16-17 Shoots a magnetically accelerated projectile. Fast.	Enhanced Gauss Rifle   16-18 Someone intensified the magnetic field. You know what that means...	Hardened Gauss Rifle   16-19 Out of the R&D lab and in the field, this thing is even more deadly.	Accelerated Gauss Rifle   16-20 Wait, the projectile can go... even faster? You have no idea.	Magnetron 4000   16-21 Magnets + Science = killing just about anything. No really, anything.
Rusty Plasma Rifle   17 Even the old, discarded model can turn your target's guts inside out.	Plasma Rifle   17-18 "Goofy" your enemies at range with superheated plasma.	Tuned Plasma Rifle   17-19 For when you absolutely need to turn someone into lime gelatin.	Focused Plasma Rifle   17-20 Can transform a charging Super Mutant into a puddle of sludge.	Amplified Plasma Rifle   17-22 What this thing does to the human body is beyond comprehension.	Mean Green Monster   17-23 Possibly the cruelest high-tech weapon ever made by humankind.







Rusty BB Gun  0-1 After 20 shots, you just might knock a tin can off the fence.	BB Gun  0-2 The best weapon in the world... for a 10 year-old.	Enhanced BB Gun  0-3 Be careful! This baby may actually break the skin.	Hardened BB Gun  0-4 It may not kill your enemy. But it'll sure hurt like heck.	Armor Piercing BB Gun  0-5 Can shoot through a pair of jeans. And maybe even the leg.	Red Rocket  0-6 Powerful enough to shoot a Super Mutant's eye out.
Rusty .32 Pistol  1 The least dependable handgun in the Wasteland. Good luck.	.32 Pistol  1-2 Powerful enough to kill an attacker. Barely.	Enhanced .32 Pistol  1-3 A decent gun for killing unarmored opponents.	Hardened .32 Pistol  1-4 Just enough to keep you in the fight. And maybe even win.	Armor Piercing .32 Pistol  1-5 Serious stopping power in a small package.	Wild Bill's Sidearm  1-6 When someone says "draw," you say, "die."
Rusty 10mm Pistol  2 Not the most reliable pistol in the world, but it'll do in a pinch.	10mm Pistol  2-3 The most common handgun found in the Wasteland.	Enhanced 10mm Pistol  2-4 Higher damage capacity, freshly oiled. Oh yeah.	Hardened 10mm Pistol  2-5 Lovingly engineered and modified. A mercenary's dream.	Armor Piercing 10mm Pistol  2-6 Bring justice to the Wasteland, one Raider corpse at a time.	Lone Wanderer  2-7 One hero. One handgun. And thus, a legend was born.
Rusty Scoped .44  3 Packs a softer punch, but still a reliable handgun.	Scoped .44  3-4 A favorite of pre-war cops and Wasteland warriors.	Enhanced Scoped .44  3-5 All it takes is a better scope and you're blasting buddies like a champ.	Hardened Scoped .44  3-6 They don't call it a hand cannon for nothin'.	Armor Piercing Scoped .44  3-7 Want to blow away a Metal Armored merc at 300 yards? Here I am.	Blackhawk  3-8 Blow a Behemoth's head off from half a Wasteland away.

Rusty Missile Launcher  20 A little beat up, but it still works. And that's all that matters.	Missile Launcher  20-21 Shoots a powerful explosive projectile. Kaboom!	Enhanced Missile Launcher  20-22 A few tweaks have made this baby even more deadly than normal.	Hardened Missile Launcher  20-23 More explosive power, with faster firing. This thing delivers.	Guided Missile Launcher  20-24 Shoots a powerful guided missile, right down the enemy's throat.	Miss Launcher  20-25 She's packed with boom and va-va-voom.
Rusty Gatling Laser  21 One of the laser emitters may misfire occasionally. Big deal.	Gatling Laser  21-22 It's a Minigun. With lasers. 'Nuff said.	Tuned Gatling Laser  21-23 It's like a disco of death, and everyone's invited!	Focused Gatling Laser  21-24 More power in each beam means more pain in every shot!	Amplified Gatling Laser  21-25 Maddened emitters. Faster barrel. Higher ammo capacity. It is ON.	Vengeance  21-26 Need revenge? Feeling that furious anger? Oh, are you in for a treat.
Rusty Fat Man  22 Even old and beat up, this thing can still drop a Radsorption.	Fat Man  22-23 A portable nuclear bomb catapult. "Deadly" is an understatement.	Enhanced Fat Man  22-24 Some nuclear physicist's pet project. More steam, bigger boom.	Hardened Fat Man  22-25 Higher-yield shells for longer booms... and a bigger body count.	Guided Fat Man  22-26 Portable nuclear bombs, guided right to their targets. Yes!	MIRV  22-27 Fires multiple Fat-Man shells. At once. That's a lot of fat.

Outfits



Dweller Outfits

Equipping your Dwellers with an Outfit is a quick way to increase their SPECIAL stats; opposed to sending them to training rooms which can take hours to increase their stats.

There are a total of 128 unlockable Outfits; some of which can be obtained while exploring the Wasteland or through Cards found in Lunchboxes. While others can only be obtained through crafting. Additionally Rare or Legendary Dwellers may come equipt with Outfits.

Once obtained Outfits can be equipped by simply tapping on the desired Dweller and then tapping on the Outfit icon in the bottom left of the Dwellers menu. However, some outfits can only be worn by a specific gender.

The 31 Common Outfits have a green badge.

The 51 Rare Outfits have a blue badge.

The 46 Legendary Outfits have a yellow badge.

Update 1.4 introduced crafting added 27 outfits which can only be obtained through crafting. The update added 9 common, 12 rare and 6 legendary weapons.

Below is a list of all unlockable Outfits. They are listed in order they appear on the in game collectable screen.

Rarity	Name	S	P	E	C	I	A	L
Default	Vault Suit	-	-	-	-	-	-	-

Common	Armored Vault Suit	-	3	-	-	-	-	-
Common	Leather Armor	1	-	2	-	-	-	-
Common	Wasteland Medic	-	2	-	-	-	-	1
Common	Combat Armor	2	-	-	-	-	1	-
Common	Nightwear	-	-	-	3	-	-	-
Common	Formal Wear	-	-	-	-	-	-	3
Common	Handyman Jumpsuit	-	-	-	-	-	3	-
Common	Wasteland Gear	-	-	3	-	-	-	-
Common	Lab Coat	-	-	-	-	3	-	-
Common	Military Fatigues	3	-	-	-	-	-	-
Common	Battle Armor	2	-	1	-	-	-	-
Common	Radiation Suit	-	1	2	-	-	-	-
Common	Raider Armor	-	1	-	-	-	2	-
Common	Merc Gear	-	1	-	-	-	1	1
Common	Junior Officer Uniform	-	-	-	1	2	-	-
Common	Initiate Robe	-	-	-	2	-	1	-
Rare	Surgeon Outfit	-	2	-	-	-	2	1
Rare	Survivor Armor	2	-	-	-	-	2	1
Rare	Sturdy Vault Suit	-	5	-	-	-	-	-
Rare	Wasteland Doctor	-	3	-	-	-	-	2
Rare	Wrestler Outfit	2	-	2	-	-	-	1
Rare	Sturdy Combat Armor	3	-	-	-	-	2	-

Rare	Comedian Outfit	-	2	-	2	-	-	1
Rare	Republic Robes	-	-	-	4	-	-	1
Rare	Engineer Outfit	-	-	2	-	2	-	1
Rare	Fancy Formal Wear	-	-	-	-	-	-	5
Rare	Greaser Outfit	-	-	-	2	-	2	1
Rare	Advanced Jumpsuit	-	-	-	-	-	5	-
Rare	Naughty Nightwear	-	-	-	5	-	-	-
Rare	Sturdy Wasteland Gear	-	-	5	-	-	-	-
Rare	Medieval Ruler Outfit	-	2	-	2	-	-	1
Rare	Knight Armor	2	2	-	-	-	-	1
Rare	Advanced Lab Coat	-	-	-	-	5	-	-
Rare	Librarian Outfit	-	-	-	-	4	-	1
Rare	Mayor Outfit	-	-	-	2	1	-	1
Rare	Officer Fatigues	5	-	-	-	-	-	-
Rare	Movie Fan Outfit	-	4	-	-	-	-	1
Rare	Ninja Outfit	-	-	-	-	-	4	1
Rare	Nobility Outfit	-	-	2	-	2	-	1
Rare	Professor Outfit	-	-	-	-	4	-	1
Rare	Sturdy Battle Armor	3	-	2	-	-	-	-
Rare	Advanced Radiation Suit	-	2	3	-	-	-	-
Rare	Sturdy Raider Armor	-	2	-	-	-	3	-
Rare	Sturdy Merc Gear	-	1	-	-	-	2	2

Rare	Clergy Outfit	-	-	-	4	-	-	1
Rare	Officer Uniform	-	-	-	2	3	-	-
Rare	Sci-Fi Fan Outfit	-	-	-	-	2	2	1
Rare	Scribe Robe	-	-	-	3	-	2	-
Rare	Horror Fan Outfit	-	-	4	-	-	-	1
Rare	Soldier Uniform	2	-	2	-	-	-	1
Rare	Sports Fan Outfit	4	-	-	-	-	-	1
Legendary	T-51a Power Armor	3	1	-	-	-	-	-
Legendary	T-45a Power Armor	2	3	-	-	-	-	-
Legendary	T-51d Power Armor	3	2	-	-	-	-	-
Legendary	X-01 Mk I Power Armor	3	1	1	-	-	-	-
Legendary	T-60a Power Armor	2	-	3	-	-	-	-
Legendary	X-01 Mk IV Power Armor	4	1	1	-	-	-	-
Legendary	T-45d Power Armor	2	4	-	-	-	-	-
Legendary	T-60d Power Armor	2	-	4	-	-	-	-
Legendary	Tenpenny's Suit	-	2	-	2	1	-	1
Legendary	Bittercup's Outfit	2	2	2	1	-	-	-
Legendary	Three Dog's Outfit	-	2	-	5	-	-	-
Legendary	Heavy Vault Suit	-	7	-	-	-	-	-
Legendary	Heavy Leather Armor	3	-	4	-	-	-	-
Legendary	Tunnel Snake's Outfit	-	2	1	2	-	2	-
Legendary	Wasteland Surgeon	-	4	-	-	-	-	3

Legendary	Autumn's Uniform	2	2	2	1	-	-	-
Legendary	Heavy Combat Armor	4	-	-	-	-	3	-
Legendary	Confessor Cormwell's Rags	-	2	2	-	1	-	2
Legendary	Lucky Nightware	-	-	-	7	-	-	-
Legendary	Eulogy Jones' Suit	-	2	-	2	1	-	2
Legendary	Lucky Formal Wear	-	-	-	-	-	-	7
Legendary	Expert Jumpsuit	-	-	-	-	-	7	-
Legendary	Heavy Wasteland Gear	-	-	7	-	-	-	-
Legendary	Expert Lab Coat	-	-	-	-	7	-	-
Legendary	Sheriff's Duster	-	2	5	-	-	-	-
Legendary	Commander Fatigues	7	-	-	-	-	-	-
Legendary	T-51f Power Armor	2	5	-	-	-	-	-
Legendary	Heavy Battle Armor	4	-	3	-	-	-	-
Legendary	X-01 Mk VI Power Armor	4	-	-	-	-	3	-
Legendary	T-45f Power Armor	2	5	-	-	-	-	-
Legendary	T-60f Power Armor	1	1	5	-	-	-	-
Legendary	Expert Radiation Suit	-	3	4	-	-	-	-
Legendary	Heavy Raider Armor	-	3	-	-	-	4	-
Legendary	Heavy Merc Gear	-	2	-	-	-	3	2
Legendary	Scribe Rothchild's Robe	-	2	1	2	2	-	-
Legendary	Commander Uniform	-	-	-	3	4	-	-
Legendary	Elder Robe	-	-	-	4	-	3	-

Dwellers



Dwellers come in all shapes and sizes. Each Dweller that enters your Vault has its own SPECIAL stats and characteristics that are unique to it. Dwellers are vital to the survival of your Vault, as through them you are able to gather resources and fend off threats. Dwellers can be equipped with Outfits and Weapons for when they venture out into the Wasteland.

You can gain additional Dwellers for your Vault by welcoming new ones that come from the Wasteland, pairing up Dwellers together to have a child, or by completing Objectives and obtaining their rewards.

A few key things to remember when customizing and using Dwellers in your Vault. When a Dweller loses all of their health and dies, their revive cost scales to the level starting at 100 CAPS for level 1, and increases an additional +20 CAPS for each level afterwards.

Pregnant females will always run from all disasters and hide. When a crisis happens, be sure to have another Dweller near the pregnant Dweller to help address the situation. If you are not careful in doing so, a small disaster can become a very big one within your Vault.

The Morale of your Dwellers increases as they are placed in the best rooms suited for their skills. At the same time, Dweller Morale will decrease if there are any dead bodies present in a room where a Dweller is placed.

Dweller Types

Common Dwellers have 12-13 SPECIAL points randomly distributed.

Rare Dwellers have 28 SPECIAL points randomly distributed.

Legendary Dwellers have 40 SPECIAL points.

Lunchboxes contain Cards which have a chance of unlocking a Rare or Legendary Dweller with great SPECIAL stats.

Beyond having more SPECIAL stat points, Rare and Legendary Dwellers have a higher starting level and come equipped with an Outfit and possibly a Weapon as well, which can be equipped to other Dwellers within your Vault.

Collectable Dwellers

There are 21 Legendary Dwellers that are considered collectable and appear on the in-game collectables screen. They are all listed on the Legendary Dwellers page.

SPECIAL Stats



Dwellers SPECIAL Stats

The stats of the Dwellers in your Vault are indicated by the acronym SPECIAL. Each letter stands for a specific attribute of a Dweller that is important to the actions they take and their survival. The higher each number is for each stat, the stronger and better overall a Dweller may be.

The following list indicates what each of the SPECIAL Stats stands for and where it should ideally be used in your Vault.

Stat	Attribute	Ideal Placement
S	Strength	Power Generator and Nuclear Reactor
P	Perception	Water Treatment and Water Purification
E	Endurance	Exploration and Nuka Cola Bottler
C	Charisma	Living Quarters and Radio Studio
I	Intelligence	Medbay and Science Lab
A	Agility	Diner and Garden
L	Luck	Exploration, also for Rooms you use Rush

Raising SPECIAL Stats

Dwellers can raise their SPECIAL stats by spending time in various training rooms you can built in your Vault. Each training room focuses on training one specific SPECIAL stat. The higher stat is on a Dweller, the longer it will take to train and increase. You can position more Dwellers in the same training room to speed up the time it takes to increase the stat.

Training time can be reduced by:

Placing additional Dwellers in the training room (even if they are max level).

Upgrading the training room to a higher tier.

Increasing the happiness of your vault.

The following list indicates what room each of the SPECIAL Stats can be trained in.

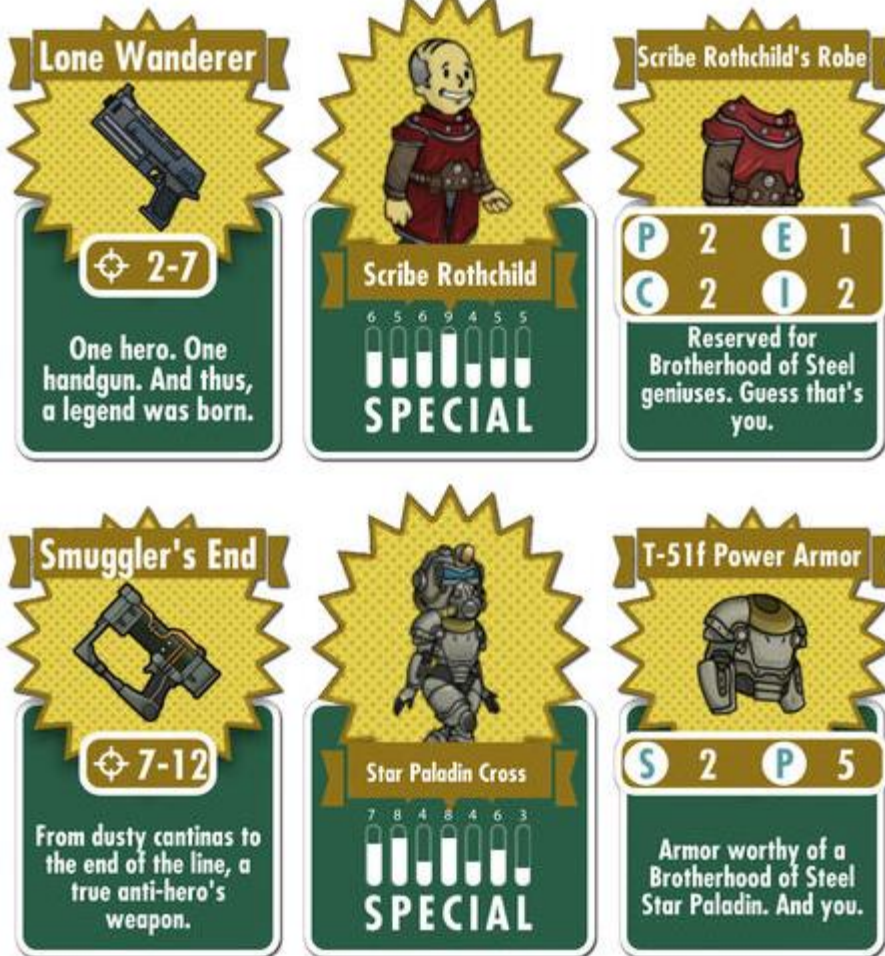
Stat	Attribute	Training Room
S	Strength	Weight Room
P	Perception	Armory
E	Endurance	Fitness Room
C	Charisma	Lounge
I	Intelligence	Classroom
A	Agility	Athletics Room
L	Luck	Game Room

Legendary Dwellers

Legendary Dwellers can be obtained via Cards found in Lunchboxes you unlock. These Dwellers will start at a high level and have 40 SPECIAL stat points distributed between all of their stats. Legendary Dwellers come equipped with an Outfit and/or a Weapon, which you can also equip onto other Dwellers within your Vault.

There are a total of 21 Legendary Dwellers who are listed below.

NOTE: Legendary Dweller Preston Garvey from Fallout 4 became unlocakable via Lunchboxes



Laser Musket



10-13

Revolutionary style meets high-tech power.

Preston Garvey



3 9 8 6 5 6 3

SPECIAL

Minuteman Uniform



S 2 P 2
I 2 A 2

For those with honor, willing to help out at a minute's notice.

Wazer Wifle



12-17

Biwwy says you've handy with a weapon. He's got that wight.

Sarah Lyons



5 4 7 9 5 5 5

SPECIAL

T-51f Power Armor



S 2 P 5

Armor worthy of a Brotherhood of Steel Star Paladin. And you.



Moiria Brown

4 8 3 8 7 5 5

SPECIAL



Expert Jumpsuit

A 7

Perfect for surviving the Wasteland. Or writing a book about it.



Wild Bill's Sidearm

1-6

When someone says "draw," you say, "die."



Mr. Burke

4 7 4 6 9 2 8

SPECIAL



Lucky Formal Wear

L 7

Perfect for cheating your way through a poker tournament.

Infiltrator



8-13

Get in, get out, and leave a pile of corpses in your wake.

Jericho



8 6 8 2 3 7 6

SPECIAL

Heavy Leather Armor



S 3 E 4

Hunter or hunted, hero or villain - if you're a badass, suit up.


Infiltrator



8-13

Get in, get out, and leave a pile of corpses in your wake.

Lucas Simms



5 9 8 5 5 6 2

SPECIAL

Sheriff's Duster



P 2 E 5

From Modoc to Megaton, when you wear this, you are the law.

Infiltrator



8-13

Get in, get out, and leave a pile of corpses in your wake.

Harkness



8 5 8 5 5 6 3

SPECIAL

Heavy Battle Armor



S 4 E 3

Favored by runaway synths... and the synths who hunt them.


Wild Bill's Sidearm



1-6

When someone says "draw," you say, "die."

James



5 8 4 7 9 4 3

SPECIAL

Expert Lab Coat



I 7

Now you can unlock the secrets of life itself!


Smuggler's End



7-12

From dusty cantinas to the end of the line, a true anti-hero's weapon.

Elder Lyons



4 3 3 9 9 3 9

SPECIAL

Elder Robe



C 4 A 3

Robes of honor, worn only by Brotherhood of Steel Elders.


Blackhawk



3-8

Blow a Behemoth's head off from half a Wasteland away.

Eulogy Jones



5 6 5 8 5 4 7


SPECIAL

Eulogy Jones' Suit



P 2 C 2
I 1 L 2

For those times when you need to exude charismatic evil.



Confessor Cromwell

7 4 7 8 6 3 5

SPECIAL



Confessor Cromwell's Rags

P	2	E	2
I	1	L	2

By the power of Atom, you look fabulous!



Dr. Li

4 6 6 7 9 4 4

SPECIAL



Expert Lab Coat

I	7
---	---

Now you can unlock the secrets of life itself!

Lone Wanderer



2-7

One hero. One handgun. And thus, a legend was born.


Butch



5 7 6 9 5 6 2

SPECIAL

Tunnel Snakes' Outfit



P 2 E 1
C 2 A 2

Why? Because you're a Tunnel Snake. And you RULE!

Smuggler's End



7-12

From dusty cantinas to the end of the line, a true anti-hero's weapon.

Colonel Autumn



4 6 5 9 5 5 6

SPECIAL

Autumn's Uniform



S 2 P 2
E 2 C 1

Once worn by a hard-nosed colonel. Now you give the orders.



Lincoln's Repeater



4-9

Abe himself used this to kill Radscorpions. Honest.

Abraham Washington



2 8 6 6 8 4 6

SPECIAL


Victory Rifle



10-15

It's been said that snipers can single-handedly win wars. This is why.

Allistair Tenpenny



2 9 2 9 7 2 9

SPECIAL

Tenpenny's Suit



P	2	C	2
I	2	L	1

A favorite of Wasteland elitists and real estate developers.

Three Dog



4 4 6 9 5 5 7

SPECIAL

Three Dog's Outfit



P	2	C	5
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Fight the good fight... or die tryin'.

Children

The SPECIAL and the level of the parents will influence the children's starting SPECIAL's.

Cool

This child was born by regular parents no stat above 6 and level under 30:



This child "Natasha Galor" was born by level 50 parents with all SPECIAL at 10, the mother Sarah Lyons a Legendary Dweller and the father Anelor Galor.



The stats are +7 in SPE, +2 in C, +9 in I, +2 in A and 6 in L.

To save training time it pays off to stay at 60 Dwellers (61 or more will trigger Deathclaws) to max out the Dwellers before aiming for the population limit.

Happy Gaming!